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August VIII

and new thoughts on how to face play...

I enjoyed the three day Diplomacy Tournament very much and my thanks go to Gordon Anderson for sponsoring this year's event. As usual it was an opportunity for renewing friendships with people like Ed. Hunsaker, the 4 Buchanans, the two Beyerleins, Mike Rocamora, John Boyer, Lew Puleipher, Gary Gygax, and the ubiquitous Nick Ulanov; and to met the ~~old~~ guys from New York, Scott Rosenberg, Gil Neiger, Matt Dill/Acr et al.

This year's attendance for the Diplomacy Tournament was only 42 people (6 boards) and the IDA general meeting did not have a very large attendance. Both the tournament and the meeting were quite lively and I'll relate some of what happened.

I drew England in round one and like four other boards an English-German-French alliance was formed. It was amazing to see the parallels on these 5 boards through 1903. By 1904 our board had created a 9 center Turkish monstrosity. My attack on Russia and France on Italy were crippling both of those countries and Germany was rapidly becoming Austria. At this point I stabbed Germany because he was so out of position and neither Turkey nor the drags of Russia could do much about it. I did not think that this would upset my French ally because a stab on Germany is a logical development at this stage. Germany can only offset such an attack if he keeps a fair portion of the spoils and leaves a few pieces at home. If Germany does these things then Germany can ally with England or France to take out the other power. I assumed that France was aware of these 'facts of life.' France, however, took a great deal of moral umbrage at this stab of 'our ally' and took pressure off of Italy instead of joining in on the kill. ((In fact he let him survive with two centers so that Italy ended up on the final board. This is 'nice' but it is poor tournament play.)) This French attack almost took away my 'top board' as England but a 5 1/2 hour time limit brought a 1907 curtailment and an 11 center England. France too went to the top board with his 10 center country.

It should be noted that live competition at Diplomacy Tournaments will bring together people of many different backgrounds and many different levels of experience. New players have obvious strategic and tactical problems. They do not 'see' the overview because they do not have the experience to know how the entire board fits together. This is, of course, forgivable. Diplomatically they fall into three common categories: Stabbers, Paranoics and/or Faithful Allies. As we know some degree of all three are necessary for good play. If you have only one Diplomatic character they your life in Diplomacy will be short. Stabbers get their due very quickly because they easily become the most infamous. Paranoics often go next because they are always vacillating and defending themselves. The Faithful Ally type can go on for the longest time if he is a good tactician and good Diplomat. If his tactics are poor, however, he will be stabbed to death or will give wins to others because of righteous indignation and a misplaced sense of injured honor. Diplomacy IS a game of WAR in which there can only be ONE winner. It is not an episode of Bat Man.

Thus, in our first game, we found Chuck Berry to be a Faithful Ally with fair tactical ability and fair Diplomatic possibilities. If he can tame his desire to ALWAYS tell the WHOLE truth and NOTHING but the truth he could be a good player. Otherwise he will be stabbed to death or USED as an I'll-take-second-player by the Ron Kellys of Diplomacy.

In game two I came up against Mike Rocamora, Doug Beyerlein and an excellent new postal player, Warren Wynn. Mike succeeded, as Austria, to form a Russian, Italian, German, Austrian Alliance to curtail the game at 8-8-8-10 (note that Mike got the 10). Doug and I were powerless to help Warren's Turkey and were slowly but surely beaten down. I being eliminated in the last move and Doug, by guess, surviving with 1 center.

The second game pointed out the problems of a 'curtailed' tournament. In such a system you can annihilate a 4 way ending to the game and destroy the other three powers' chances. Doug and I made minor opening progress but then on his one stone wall, Rocamora stabbed Spain and then just sat back and did absolutely NOTHING. Not a very good game of Diplomacy.

The third game was a 4 way ending to the game and destroyed the other three powers' chances. Doug and I made minor opening progress but then on his one stone wall, Rocamora stabbed Spain and then just sat back and did absolutely NOTHING. Not a very good game of Diplomacy.

much play experience and were removed from the board. I really on. In England I did not want another 3 way western alliance and I told Bob and Correll to see where the best alliance lay. Rich was too unsure and Bob and I decided to set him up. Bob moved to Burg and I conveyed to Denmark--this keeps our options open. However the game took a different turn as Austria just went right down the drain and an attack on Germany would have been horrid for the west. Thus I attacked Beyerlein while Correll swung into the western med and Swies moved to Sil and Pru. The stage was all set for a slaughter of Russia when Swies stabs me by taking Denmark! Beyerlein tried to keep from laughing over this horrendous stab by Germany. In one move Swies killed my potential and France's for one lousy center! Pitsch's face lit up as he licked his lips, made strange noises and dripped saliva all over the Italian pieces! For two game years France and I regrouped and put the gun directly to Swies' head. He suddenly realized that we wanted to kill him! In 1904 he turned around and in 1905 (after telling Doug what we would do) Bob and I both stabbed him and reduced him to 2 cents. Revenge is sweet! The game ended with E 11, F 11, G 1, I 1, R 1, T 9 and top boards for myself Correll and Pitsch.

On board one Rocamora was stuck with his three loyal Allies from game two, Ed Barban, and Charles Reinsel. Mike ended up in an impossible position and two of his second round puppets went on to "win" and to later split \$450!! POOR MIKE will only get \$75. I think it serves him right for allying with the weaker players.

I'm sorry that I didn't get to play Dungeons & Dragons but there was no time. Gary Cygar and I had some pleasant chats over Fantasy rules etc. and I picked up some good 25mm Custom Cast castings from Fantastik.

There was an I.D.A. Convention site committee meeting in which those in attendance agreed to recommend to the full committee that the IDA General Meeting should go to whichever site could offer the best 'bid' as voted by the Diplomacy community AT LARGE. Any site which would like the IDA general meeting at its convention site would have to provide information on location, accommodations, rates, events, etc. by late November. Ballots giving this information would be printed and would be made available to any and all publishers who wish to distribute them or to any individual who would submit a SSAB. Upon receipt and counting of ballots a Xerox of the signed contract between the convention host and the convention site would be required within 30 days. All ballots would be due by the end of the year so that the convention host could advertise the IDA general Meeting in his January flyers/announcements.

The final farwell to one and all saw little William Buchanan point straight at Nick Ulanov and clearly exclaim "DUP". The chorus of agreement was deafening! Bill Neiger went so far as to suggest to Carol-Ann that "she had better trade this one in for a new one because this one was ruined!" The last I saw of Gil was a fleeting glimpse of Carol-Ann chasing him down La Salle Street with a pitchfork labeled "Cowpasture Queen Inc."

The results of the 1975 DIPLOMACY TOURNAMENT

1-2	Walter Blank	16½	split \$300 + \$150
1-2	Bob Wartenberg	16½	
3	Mike Rocamora	16	\$75
4-5	Don Rittle	15½	split \$50 + \$25
4-5	Chuck Berry	15½	
6-9	Harry Drews	14	split \$25+\$25
	Steve McHendon		
	Don Fitch		
	Charles Reinsel		
10	Robert Sargent	13½	
11-12	Leonid Lakoffka	13	
	John Nighton		
13-14	Edi Barban	12½	
	Robert Connell		
15	Steve Johnson	12	



GenCon VIII

After going to GenCon VIII in Lake Geneva I see what I've been missing for the last three years. Gen Con is fun, spectacular, friendly, full of games, and attended by a wide selection of dealers. Some 600 people were in and out on Saturday bringing total 3 day attendance to easily over the 1,000 mark!

I was pleasantly surprised to see a dozen and a half vendors of everything from miniatures, games and books to daggers, swords & hawks (cleanly labeled, "not for use with any illegal substance.")! I purchased another \$40 worth of 25mm fantasy figures so the Chicago samurai set will have a pleasant winter of Dungeons & Dragons. Especially fine figures of Gondor, orcs, Sea Elves and a superlative Wizard are available from RAL PARTHA Enterprises, 3642 Hyde Park Ave., Cincinnati, Ohio 45208. I will be including a flyer on their merchandise in LD 62 as well as some notes on current 25mm D&D figures.

There were some 30 miniatures given on Saturday and Sunday along with many of the games for prizes. Alas, I arrived too late to register in any of the games--the positions went like hot cakes--but I kibitzed a lot. Battles of the 7 years war, Napoleonic (a few different battles) the siege of fantasy castle and the invasion of Normandy were visually very attractive and entertaining. I have offered convention host W. Gary Gyax, who I am always proud to call my friend, my services next year to game master either a Diplomacy tournament or one or more fantasy games.

The single biggest hit of the convention was DUNGEON, a TSR Hobbies Inc. board game based on D&D. At \$12.50 it is a bit expensive but the game is a great deal of fun! It is a parlor game in the finest sense of that term, a game playable and enjoyable by kids 7 to 70. I highly recommend getting it! TSR hobbies can be reached at 542 Sage St. Lake Geneva Wisc. 53147. We suggest that you subscribe to THE STRATEGIC REVIEW (4/yr. \$5.00 photocopy--50% sample) to keep up on everything this pioneer group will be doing in 1975/76.

I will be working very closely with Gary gy. pl. towards making GenCon IX an even bigger success. I hope you will all attend. Watch LD for announcements of forthcoming news on Gen Con.

1975 IDA elections

I am glad to say that in the DIPLOMACY REVIEW (July/August 1975) the announcements of the 1975 election are clear and concise and there should be no hassles as to the outcome and the procedures.

I have been nominated for a few offices and I have decided to run for the Central Regional Secretary--whether Steve Brooks gets his trophy or not! I have had plenty of experience in running conventions and many dealings with local and national groups so I should be able to provide my region with quarterly meetings, a newsletter if they desire one, and regular attendance on all Council dealings.

Some personal business

There are a few minor points I'd like to comment on for the record.

1. The Neophyte Grand Tournament; Anyone with the current address of Pete Gaylord let me know. I've tried two with no result. Steve Brooks/Dave Johnson tied for 2nd in that tournament and will receive a trophy. Which one of you want it? There is no truth in the press release in HA 1975A that I refused to award prizes. Both Mr. Brooks and Mr. Buchanan should take care not to use the word 'fraud' so lightly!
2. LIAISONS DANGEREUSES was produced by Paul Joyner and Ron Kelly. It is up to them what they consider humor, beyond that I will not comment even though I have been asked to.
3. I have nothing personal against Ed Hansen, Paul Joyner, Ron Kelly or John Hedwig! Anyone holding any of those thoughts may displease them.
4. I have NO connection with Viking Fantasy Inc. nor the 3 pfen Lendmark
5. Gary Gyax is not a "no name" person. He has a long record of service and is a "no name" person.

Magazine Reviews

At the Diplomacy Convention in Chicago I received promises from John Boyer and Robert Correll to print my magazine ballot in the next issues of IMPASSABLE and PAROXYSM. I have 28 ballots thus far from LB, TURNABOUT, BLOOD & IRON and FALLOVIA. If anyone else would like to print the ballot (see LM#59) please do so soon. I will await the printing of IMPASSABLE AND PAROXYSM and then print the poll results about three weeks later. Items asked for are;

MAGAZINE TITLE	PHYSICAL QUALITY RATING	DETAIL (typos etc.)	GAMESMASTERING	ARTICLE QUALITY	OVERALL RATING.
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Please rate on a 10(high) to 1(low) scale dropping fractions. Rate only magazines you have seen in the last 3 months. Please list from 5 to 15 magazines (no more or less) if possible.

EVERYTHING #22 is out and I have updated the ROGUES' GALLERY country listing. Heaven knows when I'll have time to do the players.

	WINS	WIN	DRAWS	DRAW	AVG.	WINS+	SURV.	PTS.	AVG.	ELIM.	PTS-	AVG.	SURV-	TOTAL
		PTS.		PTS.	DRAW	DRAWS		SURV.			ELIM.		ELIM	POINTS
A	53	13780	56	5020		18800	125	3825		292	-6710		-2885	15915
	4	1040	8	816		1856	17	560		18	-320		+240	2096
	57	14820	64	5836	91.19	20656	142	4385	30.88	310	-7030	22.68	-2645	18011
E	53	18780	81	7539		21319	192	5370		200	-3820		+1550	22869
	2	520	12	1111		1630	16	470		17	-280		+190	1821
	55	14310	92	8650	93.01	22949	208	5840	28.08	217	-4100	18.89	1740	24690
F	52	13520	73	6447		19967	221	5730		180	-4390		+1340	21307
	4	1040	12	1256		2296	15	230		16	-280		-50	2446
	56	14560	85	7703	90.62	22243	236	5960	25.25	196	-4670	23.83	-1190	22553
G	55	14300	68	6117		20417	143	3250		260	-5090		-1840	18577
	5	1300	7	690		1990	16	395		19	-300		+95	2085
	60	15600	75	6807	90.76	22407	159	3645	22.92	279	-5390	19.32	-1745	20662
I	37	9620	63	5386		15006	191	4475		235	-4550		-75	14931
	6	1560	5	391		1951	14	320		22	-330		-10	1941
	43	11180	68	5777	84.96	16957	205	4795	23.39	257	-4880	18.99	-85	16872
R	88	22880	55	5179		28059	141	3755		242	-4810		-1055	27004
	5	1300	5	478		1778	9	115		28	-440		-325	1453
	93	24180	60	5657	94.28	29837	150	3970	25.80	270	-5250	19.44	-1380	28457
T	57	14820	75	7756		22576	183	5825		211	-4140		+1685	24261
	4	1040	9	904		1944	12	350		22	-380		-30	1914
	61	15860	84	8660	103.10	24520	195	6175	31.67	233	-4520	19.40	1655	26175
	425		148				1295			1762				
	wins		draws				survivals			eliminations				
	60.71													
	average													

573 games are rated above. We have rated the following differently than the voted/GM results: 1972V, 72WT, 73BT, 73ET, 74OH. We have not rated any "local games".

EVERYTHING is available from John Hensig, 2115 N.W. Elder St., Corvallis, Ore. 97330 for 10 for \$8.

I would also add this from EVERYTHING #72. "...Furthermore the BNC subsidy and all of the subscription money goes to John Hensig the publisher of EVERYTHING." He is beyond belief.

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1975
 DIPLOMACY

the 1975 Handbook is out and includes these items:
 FAMOUS STABS IN POSTAL DIPLOMACY by Eda Biran A+
 FUTURE GROWTH IN DIPLOMACY: Is it Desirable? Doug Hogenlein B-
 THE MAKING OF AN ALLIANCE, Lenard Lakofka High?
 AN INTIMATE AFFAIR, by Peter Swanson B
 General Considerations of Stalemate Lines also Verhoiden B+
 SEVEN YEARS WAR Low Pulsipher (a variant!) B
 GAME THEORY AND DIPLOMACY, Mark Zimmermann B-
 STANDARD ABBREVIATIONS FOR PROVINCES Scott Rosenberg ? C
 PLAYING RUSSIA IN THE YOUNGSTOWN VARIANT, Arnold Proujansky no rating
 MEASURING THE RELEVANCE OF THE O.D.D. RATING SYSTEM Robert Correll B-
 Getting Started, John Forrey B-
 REVENGE, WEAPON IN YOUR ARSENAL, Howard Mahler C-
 NORTH AMERICAN DIPLOMACY PLAYERS' SURVEY NUMBER TWO, Results Low Pulsipher D

The HANDBOOK will cost you \$2 if you are an IDA member and \$3 if you are not. Scott Rosenberg
 182-31 Radnor Rd., Jamaica, N.Y. 11432 to order your copy. All and all it is worth the
 money.

also from IDA
 the Game Openings 'B' in North America

Stephen Tihor (32 Washington Sq., New York, N.Y. 10011) has produced a listing of
 current Game Openings with date, sub see etc. Variant openings are also listed. You
 may obtain a copy of this constantly updated computer print-out listing by sending
 a SSAE to Mr. Tihor. Considering what it is costing IDA I would urge that you send
 a quarter instead of just a 10¢ stamp.

also from the IDA
 is a copy of a new Constitution.

Nicholas Ulanov (48 University Place Princeton, N.J. 08540) has just printed the new
 constitution for inspection. Frankly I fail to see the need for a NEW constitution at
 this time. If we had lived by the old one we would not need this one.

It seems to me that if IDA does incorporate as a non-profit organization at some time
 in the future, a logical development, then this document will not be of any value.

I will not pick through the entire thing but I frankly do not think we need it.

For those who may be interested, the current position in 1975A is
 Winter 1905

Austria/Lakofka A GUNN, HEN, STL, PRU, TYO, PIED, TUN, SER, BUL, F GRE, ION
 England/Rocnessia A LVP, A LON, A PAT, PSWE, NAO, MAO, BRE, BEL
 France/Holcombe F WES
 Germany/Brooks A KIML, BER, MOS, STP, F MAL, HCL
 Italy/Biran F PORT, ASE
 Russia/Pitsch F SEV, A WAR, UZR
 Turkey/Hogenlein F ANK, DND, A GGN.

I suggest you obtain the Spring 1906 issue of HA, you may enjoy the press!

Another game you may enjoy searching is 1975B in EDITION /91 just arrived today and it
 contained a shocking short story by John Barthelme (?), "our new costume party" (Poo Landau
 was none but then Hogenlein-he also had a 1906 better dungeon!), the great war of 187501
 including items from very famous war histories (Dagobert Schlichter, John Jackson, James
 Wynne, Rich Hogenlein Scott Rosenberg, Paul Hogenlein, Hogenlein, Hogenlein).

Pastancy Rule Additions

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Here follows a list of Spells that follow the ideas set out in LD #59, namely that a spell may or may not work and if it is successful it will have varying degrees of success. A Spell Caster (hereinafter SC) casting a spell in his own area of speciality gains a +3 on a 20 sided die. A SC casting a spell in another area of speciality loses a -1 on a 20 sided die. To determine the result, if any, of a spell algebraically add Speciality to Strength (strength range for SC is from 1-12) to a 20 sided die roll.

Title	Type of SC gaining	Insanity	Loss of Control	Success
Fire Ball Fire User	1-4 Any of Strength 4 or lower must take a morale check to withstand (or advance) towards a fire ball.	1-4	5-9 Any in 5" takes a hit @ strength of SC (includes SC) 10-12 Failure	throw range hit dice strength 13-14 12" 2 SC-2 15-17 16" 2 SC-1 18-20 20" 3 SC 21-23 24" 3 SC+1 24-26 28" 3 SC+2 27-30 32" 4 SC+2 31-33 36" 4 SC+3 34-40 40" 5 SC+3
Fire Ball Illusion	1-3 If a figure runs from the fire ball it can affect him. If he stands fast or advances there is no effect as it is an illusion.	1-3	4-6 Take a hit @ strength of SC on self. 7-9 Failure	Only those that run are effected. 10-16 16" 1 SC-2 17-23 20" 2 SC-1 24-30 28" 2 SC 31+ 36" 3 SC+1
Fire Mountain Fire User	1-3 the fire mountain is a defensive spell that forms a single or concentric circles of fire about the SC.	1-3	4-6 SC himself takes 1 hit @ his own strength. 7-9 failure	throw range hit dice strength 10-14 2" 1 SC-2 15-18 2" 2 SC-1 19-22 2" 2 SC 23-26 2" 2 SC+1 27-30 2" 3 SC+1 31+ 2" 3 SC+2
Sleep Charmer & Enchanter	1-3	1-3	4-6 puts self to sleep for 2 turns 7-8 puts ALL on his side within 5" to sleep 2 turns 9-11 Failure	throw & eff. Range Savable 12-15 1-4 8" ST2-3 with a 10+ ST4-5 with a 5+ 16-19 1-6 10" ST2-3 with a 13+ ST4-5 with a 10+ ST6 with a 4+ 20-24 1-8 12" ST 3 with a 16+ ST 4 with a 13+ ST 5 with a 10+ ST 6 with a 7+ ST 7 with a 3+ 25-30 1-12 16" ST 4 with a 16+ ST 5 with a 13+ ST 6 with a 10+ ST 7 with a 7+ 31+ 1-20 20" ST 5 with a 16+ ST 6 with a 13+ ST 7 with a 10+ ST 8 with a 7+

Title	Type of	Insanity	Loss of Control	Duration
Open or Lock Portal	Charmer & Enchanter	1-3	4-6 do this opposite throw close against of what you are trying so as to create a second spell 7-9 failure	throw close against any of ST 10-12 3 or lower 13-18 4 or lower 19-25 5 or lower 26-30 6 or lower 31+ 7 or lower
Bravery	Illusionist	1-3	4-6 Own side loses 2 from morale 7-9 Failure	throw # Eff. Range Morale Change 10-14 1-4 6" +1 2 turns 15-18 1-6 8" +2 3 turns 19-22 1-8 12" +4 5 23-26 1-12 16" +5 3 27-30 1-20 24" +6 4 turns 31+ 1-20 36" +7 4 turns
Blindness	Illusionist	1-3	4-7 own troops of ST 5 or lower blinded within 8" (includes SC) 8-10 failure	throw range those blinded duration 11-14 6" ST 2 or lower 3 turns 15-18 10" ST 3 or lower 3 19-22 12" ST 4 or lower 3 23-26 14" ST 5 or lower 3 27-30 16" ST 6 or lower 3 31+ 20" ST 7 or lower 3
Fear	Illusionist	1-4	5-8 Own side sub-tracts from morale die roll. (-2) For 3 turns. 9-11 Failure	12-15 6" -1 2 turns 16-19 10" -2 2 20-23 14" -3 3 turns 24-27 18" -4 3 28-31 22" -5 3 32+ 26" -6 4 turns
Haste	Charmer & Enchanter	1-2	3-5 slow all on own side within 8" by 3" for 3 turns. 6-8 Failure	throw range bonus in inches duration 9-12 6" 3" 3 turns 13-18 8" 5" 3 19-25 10" 7" 4 turns 26-30 12" 9" 5 turns 31+ 16" 12" 5
Quick Sand	Elementalist	1-5	6-10 Quicksand within 6" all around for 3 turns. Sink @ the rate of 1"/turn (25mm figures 1/2" sink figures 1/4" 40mm figures 3/8") 11-13 Failure	throw range sink per turn duration 12-14 6" square 1" 3 turns 15-18 10" sq. 1 3 turns 19-24 16" sq. 1 4 turns 25-31 20" sq. 1 5 turns 32+ 24" sq. 3/4" 5 turns
Earth Monster	Elementalist	1-4	5-8 Earth attacks SC @ his own ST with 3 hit dice! 9-11 Failure	throw duration strength hit to armor 12-14 3 turns 6 3 2 sin. 8 15-23 4 turns 7 3 3 sin. 8 24-30 until 8 4 3 sin. 9 31+ dispell 8 4 3 sin. 10

Spell Title	Type of Spell Caster	Insanity	Loss of Control	Success	
Charm Being	Charmers & Enchanter	1-4	5-9 Put self into state of Catatonia for 2 turns. 10-12 Failure	Throw Type ST 3 or lower	Duration Type of Control 3 turns Will attack own troops of ST 4 or higher at a ST factor of -2. Is none to attack within 8" will become catatonic.
The living can always be charmed. Monsters have a saving throw vs. being charmed. Must throw 16 minus strength to be saved. The undead & the undying must throw 12 minus strength to be saved.					
Dispell Magic	Charmers & Enchanter	1-4	5-8 Intensity survives spell. Judge will rule. 9-11 Failure	Throw Effect 12-14 Free self from spell's effect 15-17 Free self and those in 4" 18-21 Free self and those in 8" 22-25 Free self and those in 12" 27" Dispell completely	
Light	Fire User	1-3	4-6 SC takes a hit of own ST. 7-10 Failure	Throw effect 11-16 12" diameter circle of light 17-21 12" diameter circle of light that will blind opponents in circle of ST 4 or lower for 3 turns. 22-28 18" circle of light blinding ST 5 or lower for 3 turns 29+ 24" circle of light blinding ST 6 or lower for 3 turns	
Water Beast	Elementalist	1-3	4-6 Beast attacks SC at ST 6 with 2 hit dice for 2 turns. 7-9 Failure	Throw range move strength hit to armor 10-14 9" from 9" 6 15-19 12" 9" 7 20-24 15" 12" 8 25-29 18" 12" 8 30+ 24" 15" 8	2 2sin. 6 2 2sin. 7 2 2sin. 8 3 2sin. 8 3 2sin. 9
Pillar of Fire	Fire User	1-3	4-7 will attack SC at ST 6 with 2 hit dice for 2 turns. 8-10 Failure	Throw move strength hit to 11-15 9" 6 16-19 12" 6 20-24 15" 7 25-29 18" 8 30+ 24" 8	3 2sin. 6 3 2sin. 7 3 2sin. 8 3 2sin. 8 3 2sin. 9

General notes on casting spells.

For a spell to come to COMPLETION the Spell caster must be stationary for a full turn AND be unaffected by attack. (thus if a spell is cast against him unsuccessfully his spell is not damaged.)

In simultaneous movement (both players writing orders) spells may be cast at the the start of the turn. No effect of the spell is seen until the $\frac{1}{2}$ way point of the turn. If a SC is stationary or only walking he may also cast a spell at the $\frac{1}{2}$ way point of the turn in reaction to enemy action. Some spells cast at the $\frac{1}{2}$ way point of the turn will take effect at the end of the turn.

Examples: A SC is stationary in simultaneous movement when 6 orcs appear from cover and move to attack him. Let's say he tries a fire ball against them. He begins his incantation at the $\frac{1}{2}$ way point in the turn. If the orcs fall short of reaching him the fire ball (if successful) will leave his hand at the start of the NEXT turn and burn out at the turn's $\frac{1}{2}$ way point. The orcs will see the ball at the start of the turn, will take a morale check if required, and may continue if the morale check is good. If they run or choose to run then calculate the SPEED of the fire ball in inches relative to their speed in inches in a half turn to see if it catches them. If they run they must run away from the fire ball. Remember that the SC CONTROLS the flight of the Fire ball and may have it follow them as long as they are in his line of sight. The orcs may scatter if they VOLUNTARILY run, if they fail a morale check they run in a pack. If the SC is meleeed during the turn the FB is in motion the Ball will burn out at a range proportional to the fraction of the turn used. E.g.: orcs can run at the rate of 12"/turn. Thus $\frac{1}{2}$ of a turn is 6" of arc movement. Let's say the FB (due to a die roll) is to travel 16". The SC is meleeed after $\frac{4}{6}$ of arc movement, so for $\frac{4}{6}$ of the $\frac{1}{2}$ turn the ball moves or $\frac{4}{6}$ of 18" which is 12" and then the ball burns out.

If a SC is meleeed during an incantation the spell is void and his strength level and armor level drop by 2 for the melee. E.G.: a SC casts a quicksand spell at the start of a turn and during the turn is attacked by orcs from the front and side. They are 9" away at the start of the turn and will not reach him until $\frac{3}{4}$ of the turn is over. At the $\frac{1}{2}$ way point in the turn a die roll gives a 10"x10" square of quick sand into which any figure will sink $\frac{1}{4}$ "/turn and be reduced to walk speed minus 2"/ $\frac{1}{4}$ " of sand sunk into. The orcs attacking frontally are caught by the sand and reduced to their walking rate of 6"/turn minus 2". $\frac{1}{2}$ of the turn is over so they may now move $\frac{1}{2}$ of 6" minus 2" or only 1 more inch. The orcs then hit from the side and dispell the quick sand before the 3 turn duration comes into play. ((note: spells that have a duration phase DO NOT have to be maintained by the SC for the turns of the spell with the exception of the Pillar of Fire, the Water Beast and the Earth Monster. Thus Quicksand with a duration of 3 turns will stay 3 full turns even if the SC is meleeed, killed, or begins a new spell on the next turn after the QS is successfully cast.)) The orcs in the mire must still dig out of the dry sand into which they have sunk $\frac{1}{4}$ of an inch. The SC is down by 2 in strength and armor level against the orcs who attacked him from the side.

SC can "cease" a spell being cast AT them at the moment the incantation begins. They do not KNOW what the spell is until $\frac{1}{2}$ of the turn is over however. If they choose to DISPELL MAGIC it may be cast at the moment of realization, the moment of knowledge of what the spell is, or 1 full turn after realization. Any spell in progress at the time of realization may be abandoned in favor of the Dispell Magic attempt but at a -3. A Spell just begun at the moment of realization may be abandoned in favor of a Dispell Magic spell with no loss. If two SC attempt to cast spells against each other at the same time and both abandon them in favor of dispelling the other's spell then they have both wasted their turns.

Spells that do not deal with physical things or illusions of physical things will not show a result until $\frac{3}{4}$ of the turn is over.

